

As of 3/31/24

FUND FACTS

Ticker	GAMR®
CUSIP	032108615
Inception Date	3/8/2016
Primary Exchange	NYSE ARCA
Number of Holdings	87
Expense Ratio	0.75%

INDEX

Index Name	EEFund Video Game Tech™ Index
Index Ticker	EEFVG
Weighting	Modified Equal
Rebalance	Quarterly
Website	eefund.com

MARKET CAPITALIZATION

Large Cap (> \$10B)	77.94%
Mid Cap (\$2B - \$10B)	15.80%
Small Cap (< \$2B)	6.26%

ABOUT THE FUND

GAMR® seeks investment results that generally correlate (before fees and expenses) to the total return performance of the EEFund Video Game Tech™ Index. GAMR tracks a portfolio of companies actively involved in the video game technology industry, including game developers, console and chip manufacturers and game retailers.

REASONS TO INVEST

- 1 The first ETF to target the video game tech industry.¹
- 2 The video game industry is enjoyed by over 3 billion loyal users and influences many other tech industries such as virtual reality software and cloud-based services.²
- 3 The video game industry is expected to grow at a CAGR of 13.4% from 2023 to 2030, reaching \$583.69 billion by 2030.³

TOP 10 HOLDINGS

TICKER	COMPANY	% WT.	TICKER	COMPANY	% WT.
3293 TT	Int'l Games System	3.42%	CDR PW	CD Projekt SA	2.78%
112040 KS	Wemade	3.36%	036570 KS	NCSOFT	2.74%
EMBRACBSS	Embracer Group AB	3.21%	ANSS	ANSYS	2.71%
BILI	Bilibili	3.01%	3659 JP	Nexon	2.67%
259960 KS	Krafton	2.85%	251270 KS	Netmarble	2.64%

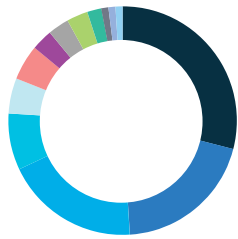
Holdings and allocations are subject to change at any time and should not be considered a recommendation to buy or sell a security.

PERFORMANCE

	CUMULATIVE (%)			ANNUALIZED (%)			
	1 MO.	YTD	SINCE INCEPTION	1 YR.	3 YR.	5 YR.	SINCE INCEPTION
NAV	1.44%	-2.16%	154.87%	-4.80%	-14.68%	6.70%	12.30%
Closing Price	1.41%	-1.60%	154.74%	-4.73%	-14.92%	6.60%	12.30%
EEFund Video Game Tech™ Index	1.59%	-1.88%	N/A	-3.92%	-14.26%	7.44%	N/A

Fund inception date: 03/08/2016. The performance data quoted represents past performance. Past performance does not guarantee future results. The investment return and principal value of an investment will fluctuate so that an investor's shares, when sold or redeemed, may be worth more or less than their original cost and current performance may be lower or higher than the performance quoted. For performance data current to the most recent month-end visit AmplifyETFs.com/GAMR. Brokerage commissions will reduce returns. A fund's NAV is the sum of all its assets less any liabilities, divided by the number of shares outstanding. The closing price or market price is the most recent price at which the fund was traded. Indexes are unmanaged and it's not possible to invest directly in an index. The EEFund Video Game Tech™ Index is comprised of companies actively involved in the video gaming industry.

COUNTRY ALLOCATION



- United States (29%)
- South Korea (20%)
- Japan (19%)
- China (8%)
- Sweden (5%)
- Taiwan (5%)
- France (3%)
- Poland (3%)
- Israel (3%)
- Ireland (2%)
- Singapore (1%)
- United Kingdom (1%)
- Switzerland (1%)

THEMATIC ALLOCATION



- Interactive Home Entertainment (68.10%)
- Application Software (6.32%)
- Technology Hardware Storage & Peripherals (4.40%)
- Semiconductors (4.36%)
- Interactive Media & Services (4.00%)
- Leisure Products (2.42%)
- IT Consulting & Other Services (2.38%)
- Computer & Electronics Retail (2.30%)
- Systems Software (1.33%)
- Casinos & Gaming (0.90%)
- Broadline Retail (0.76%)
- Consumer Electronics (0.73%)
- Broadcasting (0.72%)
- Advertising (0.57%)
- Health Care Equipment (0.36%)
- Distributors (0.35%)

Carefully consider the Fund's investment objectives, risks, charges, and expenses before investing. This and other information can be found in the Fund's statutory and summary prospectuses, which may be obtained at amplifyetfs.com. Read the prospectus carefully before investing.

Prior to 1/29/24, the Amplify Video Game Tech ETF was formerly the Wedbush ETFMG Video Game Tech ETF.

Investing involves risk, including the possible loss of principal. Shares of any ETF are bought and sold at market price (not NAV), may trade at a discount or premium to NAV and are not individually redeemed from the Fund. Narrowly focused investments typically exhibit higher volatility. Video Game Tech Companies face intense competition, both domestically and internationally, may have limited product lines,

markets, financial resources or personnel, may have products that face rapid obsolescence, and are heavily dependent on the protection of patent and intellectual property rights. Video Game Tech Companies are also subject to increasing regulatory constraints, particularly with respect to cybersecurity and privacy. Such factors may adversely affect the profitability and value of such companies. Investments in foreign securities involve political, economic and currency risks, greater volatility and differences in accounting methods. The Fund is non-diversified, meaning it may concentrate its assets in fewer individual holdings than a diversified fund.

Investments in smaller companies tend to have limited liquidity and greater price volatility than large-capitalization companies. The Fund's return may not match or achieve a high degree of correlation with the return of the EEFund Video Game Tech Index. To the extent the Fund utilizes a sampling approach, it may

experience tracking error to a greater extent than if the Fund had sought to replicate the Index.

Amplify Investments LLC is the Investment Adviser to the Fund, and Penserra Capital management LLC serves as the Investment Sub-Adviser. Amplify ETFs are distributed by Foreside Fund Services, LLC.

¹First-to-market claim is based on a review of industry data as of March 8, 2016. No information to the contrary has come to our attention to date, for more information or inquiries about this claim, please contact info@amplifyetfs.com

²<https://www.statista.com/statistics/293304/number-video-gamers/>

³<https://www.grandviewresearch.com/industry-analysis/video-game-market>

Not FDIC Insured | No Bank Guarantee | May Lose Value